

I find this government intrusion into business issues to be an insidious movement to control the lives of private citizens. It is akin to requiring cars that cannot turn left because some streets are one-way.

Further, history supports the notion that the cost of such a regulation would exceed the savings (to businesses who attempt to control the government) of pirated content. History also shows that the containment devices would simply be disabled after wasting the time and money on implementation. It would be simpler and less costly to prosecute the perpetrators of piracy that are of commercial size. The large groups of pirates are the ones who most harm the industry, and they are the ones who will first circumvent the containment method described. In time, every citizen will have low cost methods to circumvent the containment method, but the cost to implement it will continue even after every citizen has methods to override it. This is a losing proposition for every party. The industry does not protect their content but the citizens must pay for the ineffective attempt at protection. This effectively raises the cost of the distribution method out of the reach of many citizens who most need it.

The taping of an NFL game by John Doe is not going to cost the industry anything, but it is guaranteed that those games will be the first to be outfitted with the "don't copy me" signature. If one pays for a showing of a Saints game on satellite TV, one should be able to make a copy for his own viewing pleasure in the future. The NFL will never show the game again, but they would block citizens from reviewing what had been paid to see.

This proposal is the type of highly expensive, yet ineffective, industry-forced government meddling that creates the high cost of living that keeps our lower income citizens from enjoying the enhancements technology offers the world. Please don't use technology to inhibit information; it should be used to distribute information freely.